

Friends and Strangers



Created by Misha
from Noun Project

Source

<http://www.mspguide.org/tool/friends-and-strangers>

Description

This game energises and also illustrates how a small change in a rule can have big effects on the dynamics of a complex adaptive system. It is therefore suitable when groups discuss how to design interventions in a complex environment, when linear ways of planning and managing are unsuccessful.

Objectives

- To playfully illustrate how small changes in rules can have a big impact on a complex adaptive system